

CS251 Project Report by Group 21.

Naveen

140050034

naveen.bhookya@gmail.com

Chanukya Vardhan

140050043

chanukyagujjula@gmail.com

Sai Teja

140050059

saiteja.muthineni@gmail.com

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Outline

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Motivation

Detailed Description

Start

Play

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Conclusion

Introduction

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- ▶ This is essential so that the user can know what is in store for him/her on using the game.

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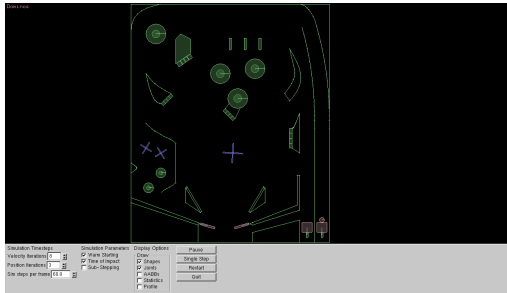
- ▶ This project is a **demonstration of the power of the software systems like Box2D.**
- ▶ The **basic concepts and machinery used in this can be utilized to generate even more complex and relevant games**
- ▶ So we **wish to build a machine which explores the whole power of Box2d and demonstrates it visually!**

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- ▶ So we **wish to build a machine which explores the whole power of Box2d and demonstrates it visually!**
- ▶ This serves as a comprehensive revision of **makefile, doxygen, bash, bibtex, libraries etc.,!**

Beginning of the Game

- ▶ This is how the game looks when we start it. The ball is on the launcher.



Playing the Game

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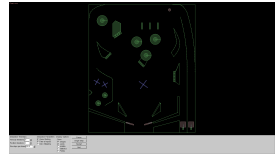
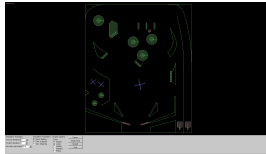
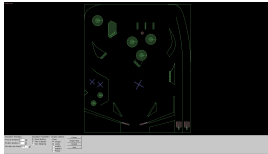
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- ▶ The second launcher can be controlled using 8.
- ▶ The flipper wheel can be rotated using 4 , 6 in the desired direction.

Playing the Game

Here are some of the images in between the game.



Playing the Game

- ▶ The game ends when the ball falls down the flippers.



Conclusion

Thanks for going through our presentation.

We hope this presentation has served the purpose to get you more enthusiastic about checking out our game.

Thank You!!